

Ryan Dunne

I'm a Technical Artist

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About Me



👤 I am Ryan Dunne, a Senior/Lead Technical Artist based in the UK. I'm currently leading a team at PixelToys!

🔥 My passion is helping art departments realize it's full potential by: Relieving stress from artists, maximizing art creation time, creating clear workflows and pipelines, and hitting targets!

🧠 Research and guide teams through pipelines, solutions and methodologies to accomplish and accelerate goals.

👥 Support my team in all their endeavours and curiosity so they can be the best they can be, and guide them through the challenges faced as a Technical Artist.



Portfolio



26+ games released



Experience

Nov 2021 - Present

Lead Technical Artist (PixelToys)

Leading a team to develop the best in class mobile experience.

Mar 2021 - Nov 2021

Senior Technical Artist (PixelToys)

Working with directors and stakeholders to deliver great content and support the art team.

Jun 2020 - Mar 2021

Head of Technical Art (Team17)

Directed a team of technical artists on a range of projects, managing time and budgets to deliver quality with our internal projects and external partners including Worms Rumble and Overcooked All You Can Eat.

Jun 2019 - Jun 2020

Lead Technical Artist (Team17)

Lead a team on multiple projects including Golf With Your Friends and Overcooked 2.

Sep 2017 - Jun 2019


Senior Technical Artist & Lead Artist (Team17)

Supporting artists with tools, shaders, solving problems, and education. Worked on multiple projects such as Commands 2 HD Remaster and Ski Jumping Pro VR

Dec 2016 - Sep 2017

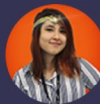
Technical Artist & Lead Artist & Lead Programmer (Team17)

Variation in roles and responsibilities such as Lead Programmer for an AR app for Paw Patrol and Hellion Towers (unreleased)

 View more on LinkedIn: [linkedin.com/in/ryanjamesdunne](https://www.linkedin.com/in/ryanjamesdunne)



Recommendations



Leslie Stowe

Technical Artist @ Pixel Toys

Ryan is great manager to work with and strives to ensure things are as easy as possible for the wider team. He is professional and a team player and can be relied on to take on a wide variety of technical art tasks.



Robert Pullen

Experienced Programmer @ Pixel Toys

I've worked with Ryan on a unannounced project. Once he joined the team, there was a real sense of leadership that we were lacking before in terms of technical art. I would say he's left a significant positive impact on the team as a whole, and has made us all look at the tech art department in a different light.